FIGURE ONE

Application # 09/777,912
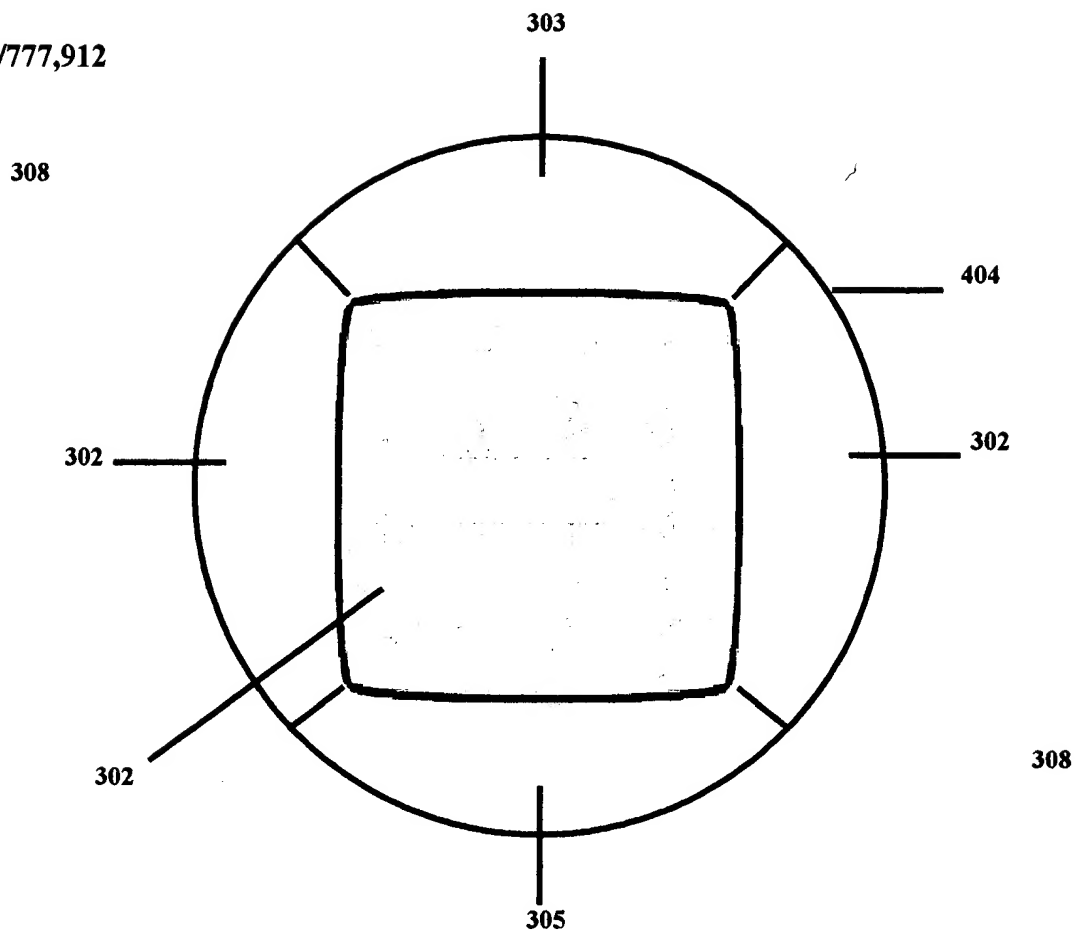
303

308

404

302

302

302

308

305

FIGURE TWO

FIGURE THREE
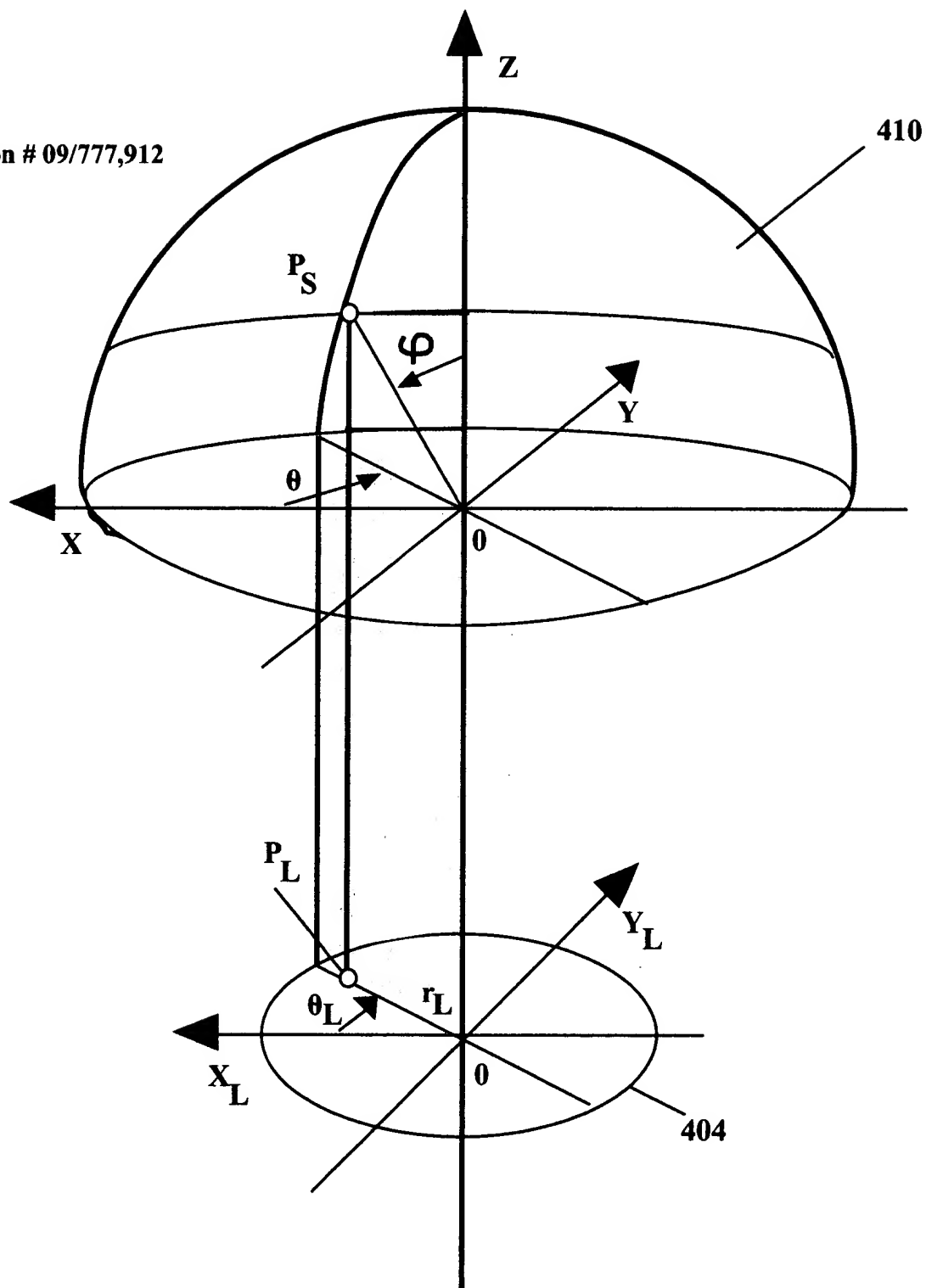
502

504
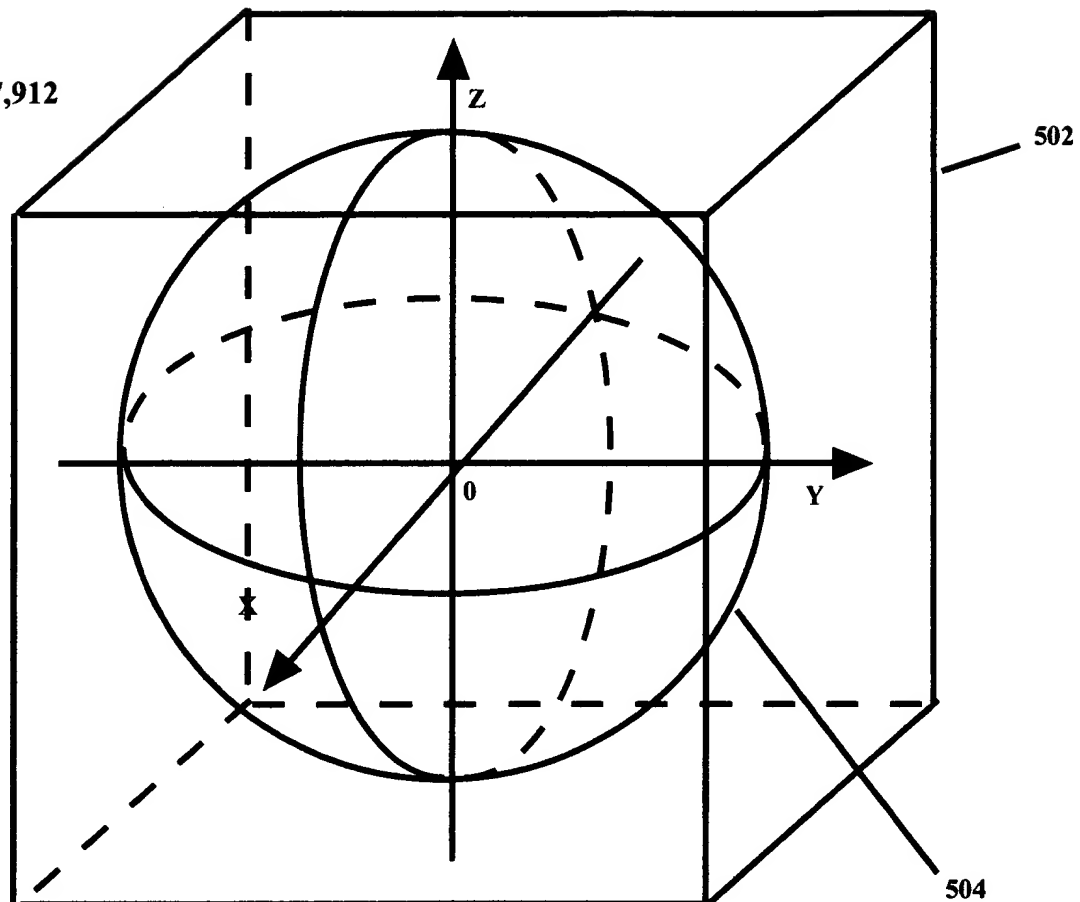
FIGURE FOUR

Application # 09/777,912

FIGURE FIVE

NETWORK 30

202

23 Store Attributes

22 $\vec{P}_0$, $\vec{P}_1$, $\vec{P}_2$ Generated

25 Visual Subsystem

21 Obtain Cube Image & Render A Portion For Display

18 INTERFACE

19
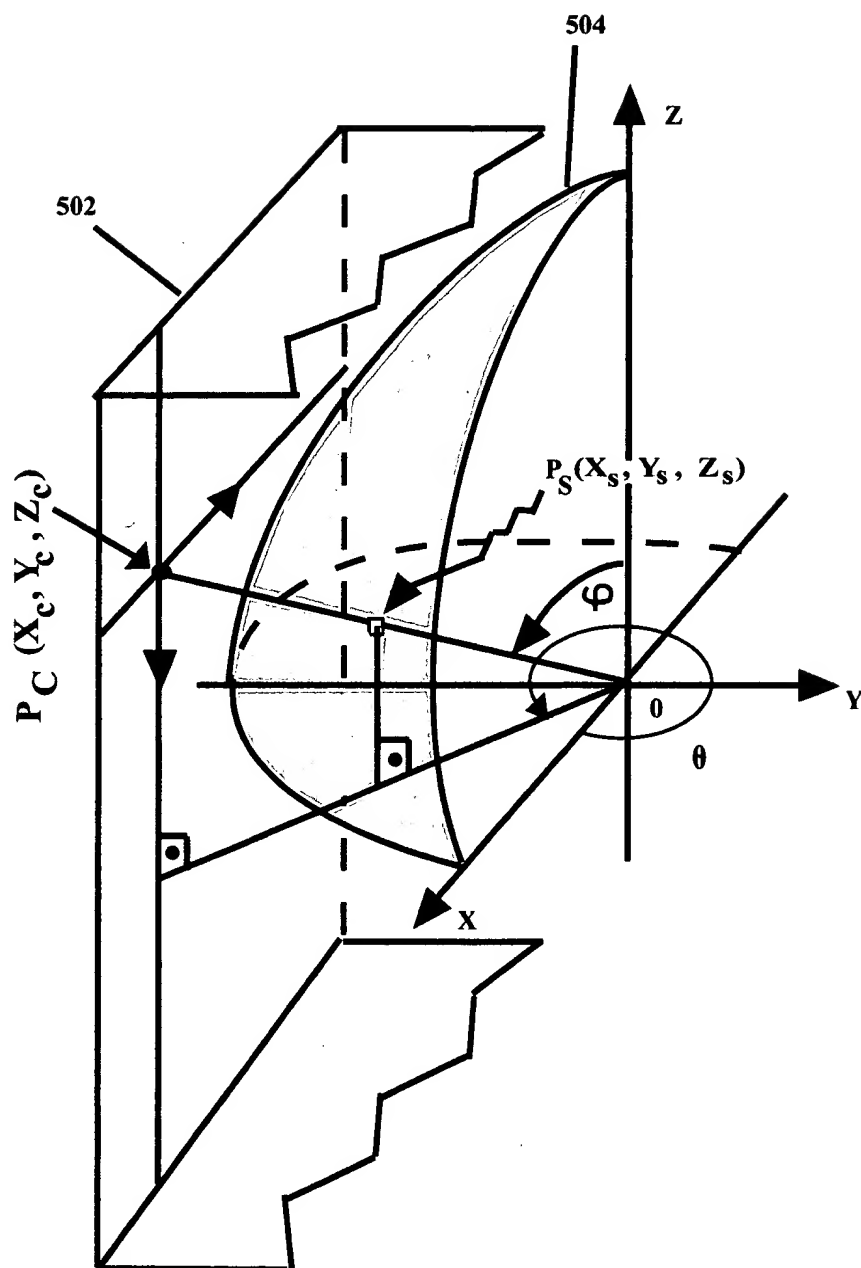
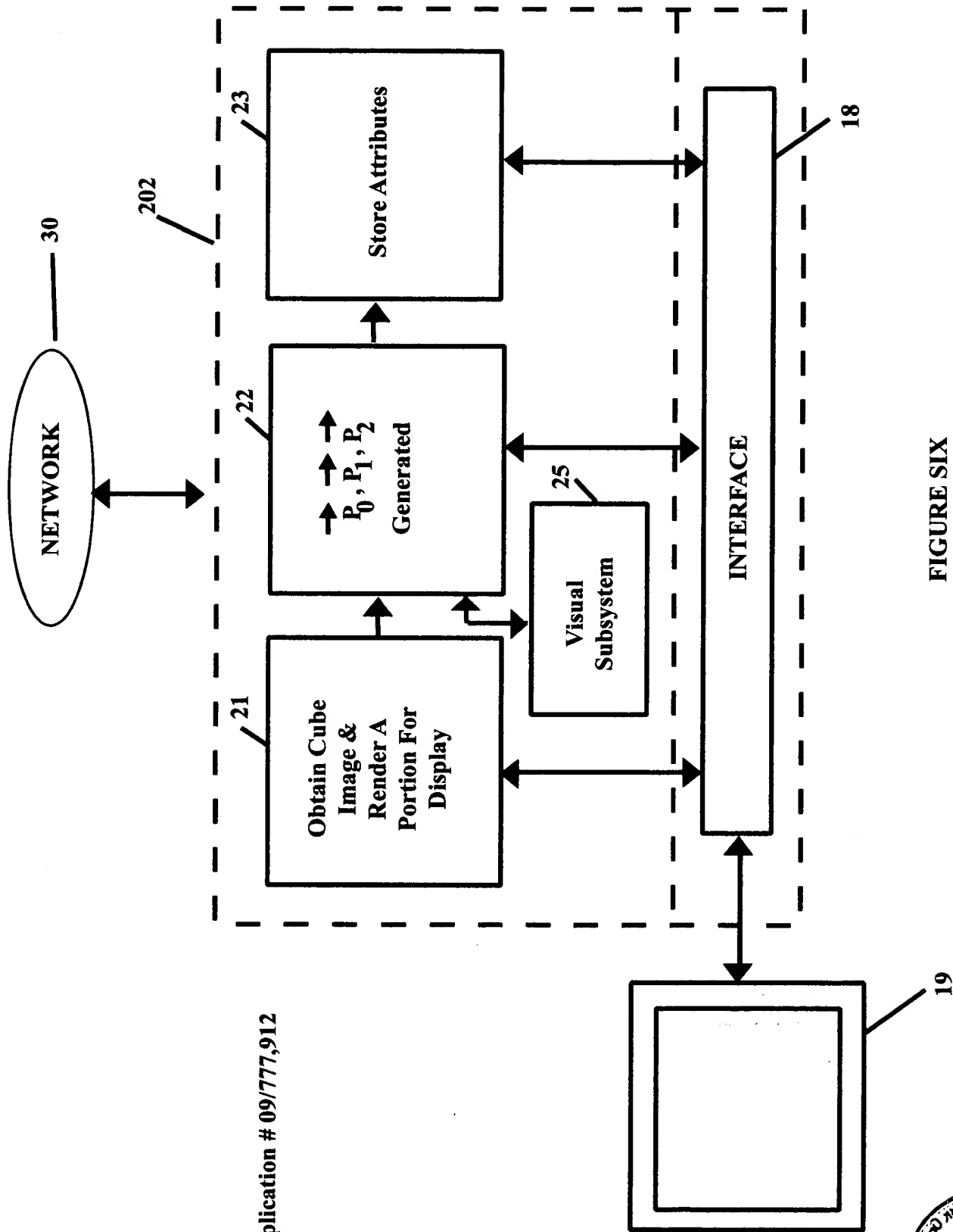FIGURE SIX

Application # 09/777,912

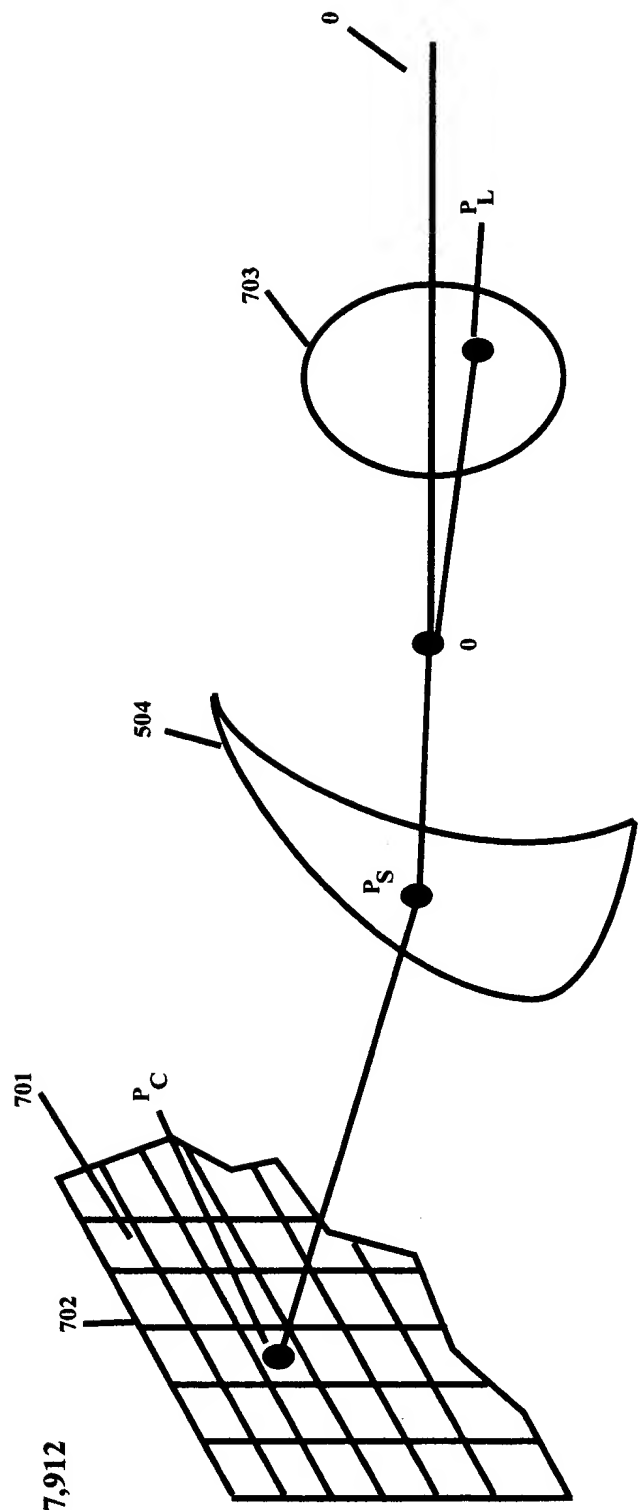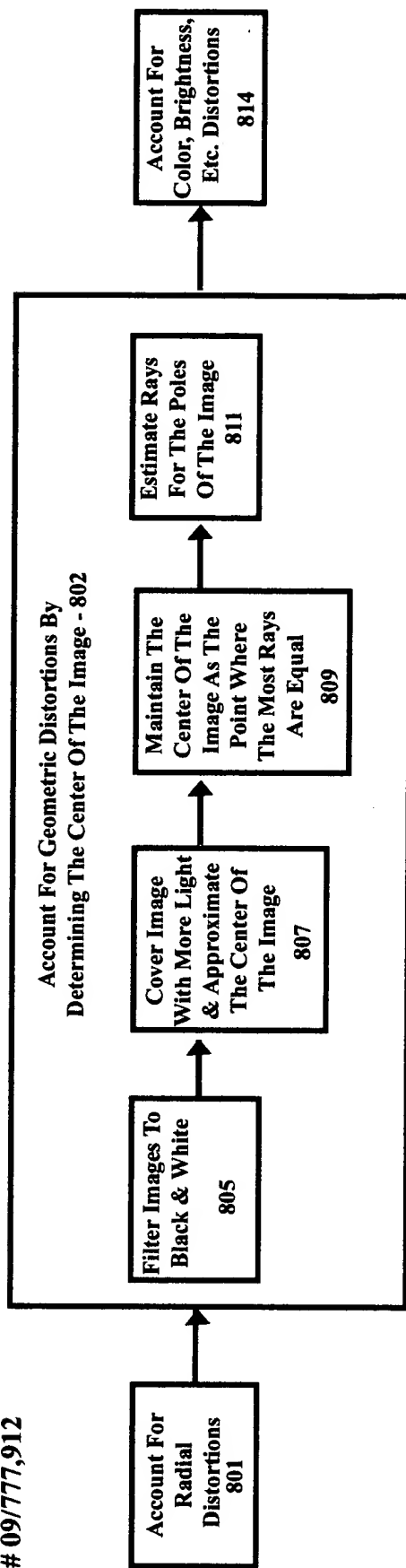**FIGURE SEVEN**

Application # 09/777,912

FIGURE EIGHT

701
702
P_C

504
P_S

703
P_L

0

0

Application # 09/777,912

Account For Radial Distortions 801 → Account For Geometric Distortions By Determining The Center Of The Image - 802

Account For Geometric Distortions By Determining The Center Of The Image - 802:

Filter Images To Black & White 805 → Cover Image With More Light & Approximate The Center Of The Image 807 → Maintain The Center Of The Image As The Point Where The Most Rays Are Equal 809 → Estimate Rays For The Poles Of The Image 811

→ Account For Color, Brightness, Etc. Distortions 814

FIGURE NINE